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(54) **AUTOMATED STORY GENERATION**

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See application file for complete search history.

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(51) **Int. Cl.**

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H04N 9/80 (2006.01)
G11B 27/034 (2006.01)
H04N 5/76 (2006.01)

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(57)

ABSTRACT

Automatic story production is implemented by the utilization of theme scripts with user assets to generate a quality finished product with minimum user input or direction. A user chooses a predesigned theme script to be applied to the user's assets to automatically create a story with a particular look and feel. Metadata and feature information, when available, is automatically gathered from the user assets to personalize the generated story. A user can include additional information and/or alter any aspect of the generated story to further personalize the resultant finished product.

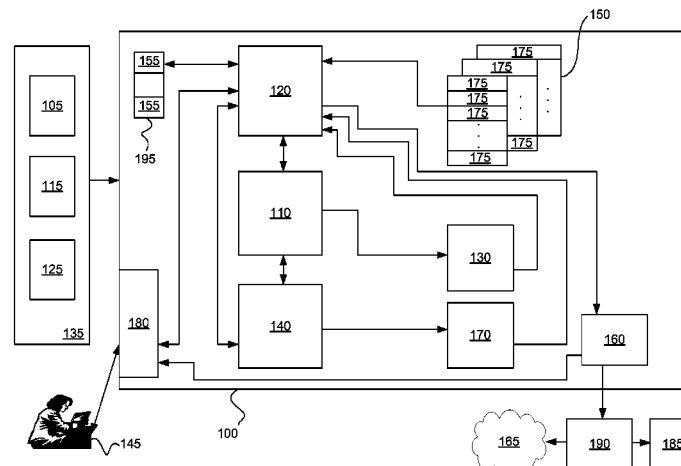
(52) **U.S. Cl.**

CPC **H04N 9/80** (2013.01); **G11B 27/034** (2013.01); **H04N 5/76** (2013.01); **H04N 5/765** (2013.01); **H04N 9/8205** (2013.01)

(58) **Field of Classification Search**

CPC G11B 27/28; H04N 21/85

20 Claims, 11 Drawing Sheets



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H04N 5/765 (2006.01)

H04N 9/82 (2006.01)

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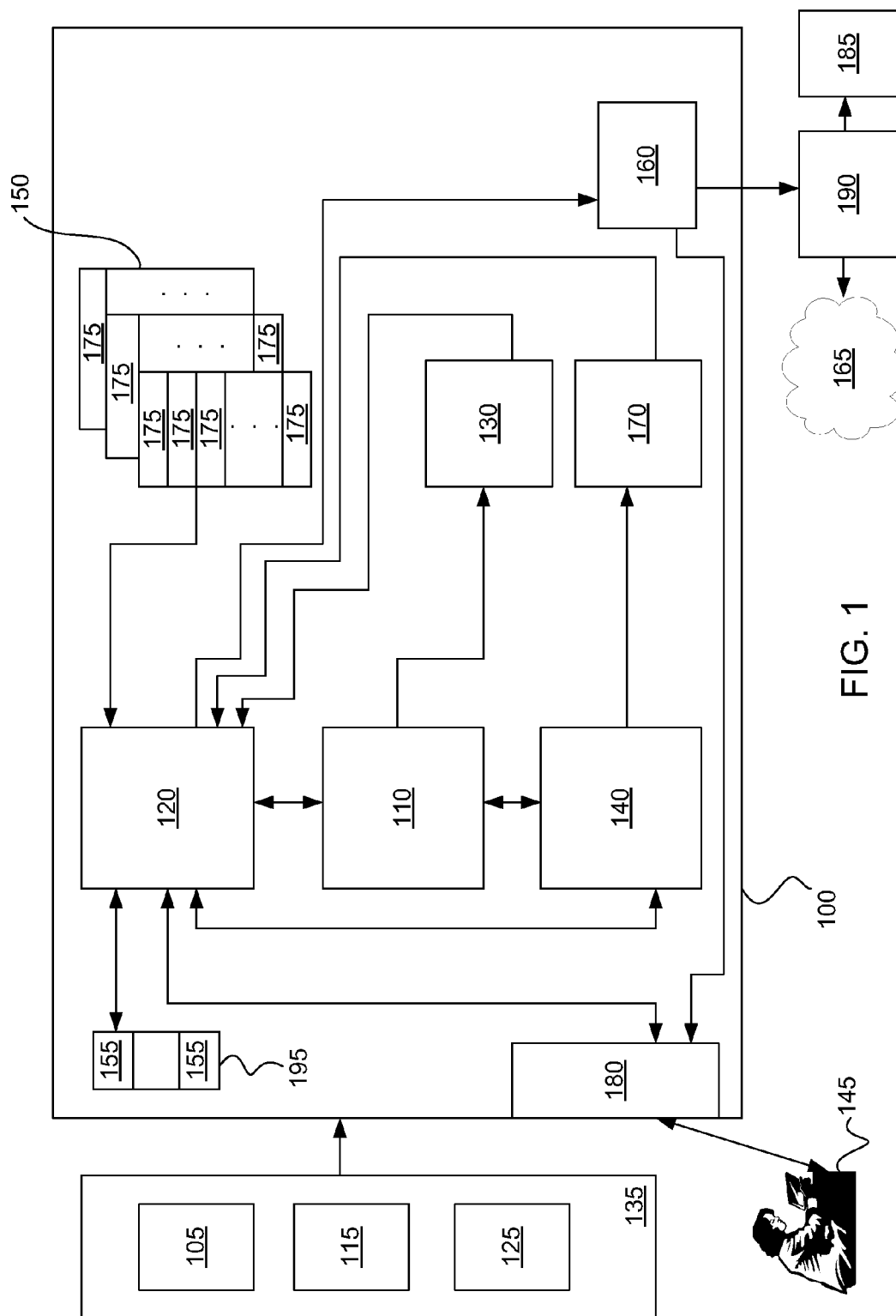


FIG. 1

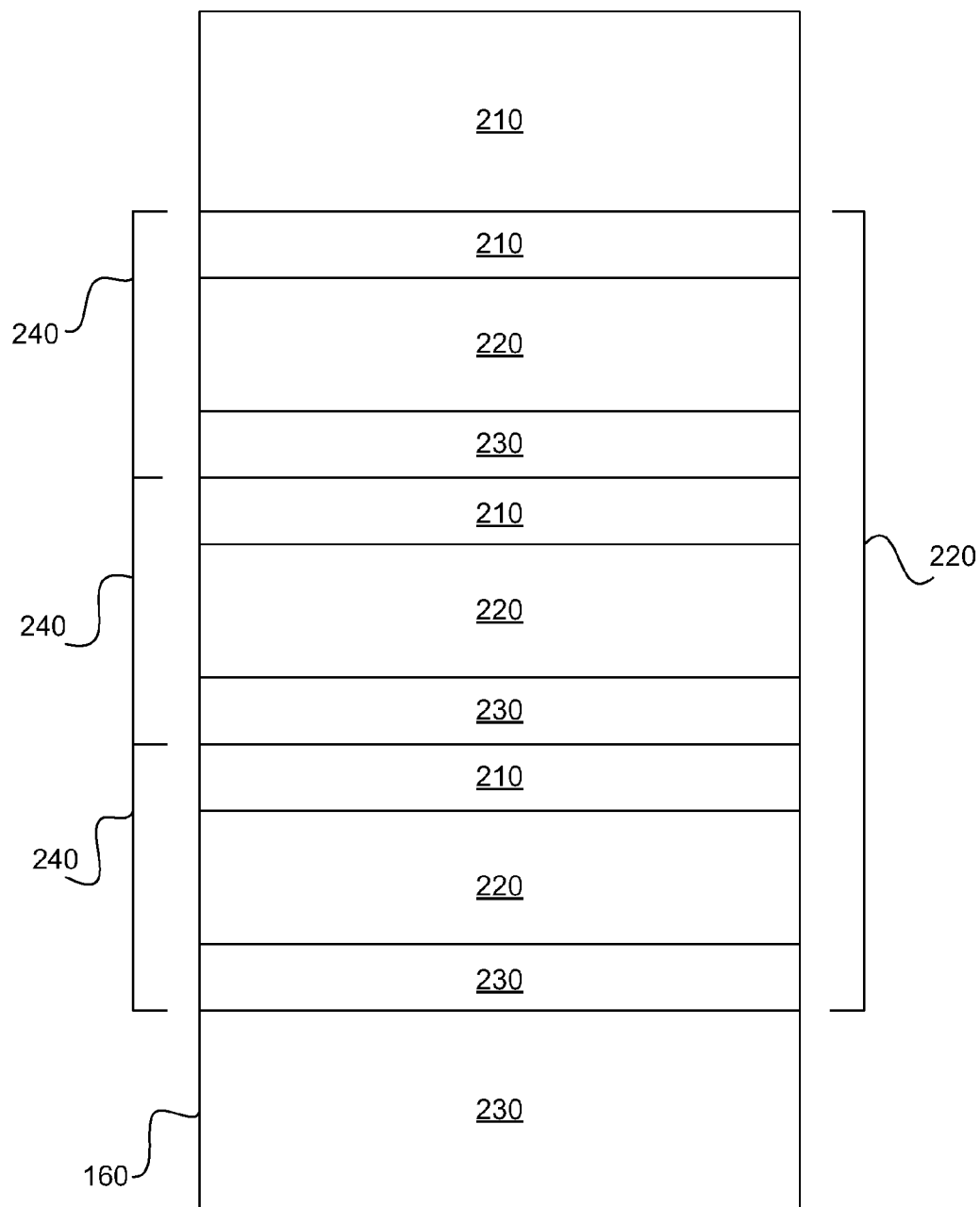


FIG. 2

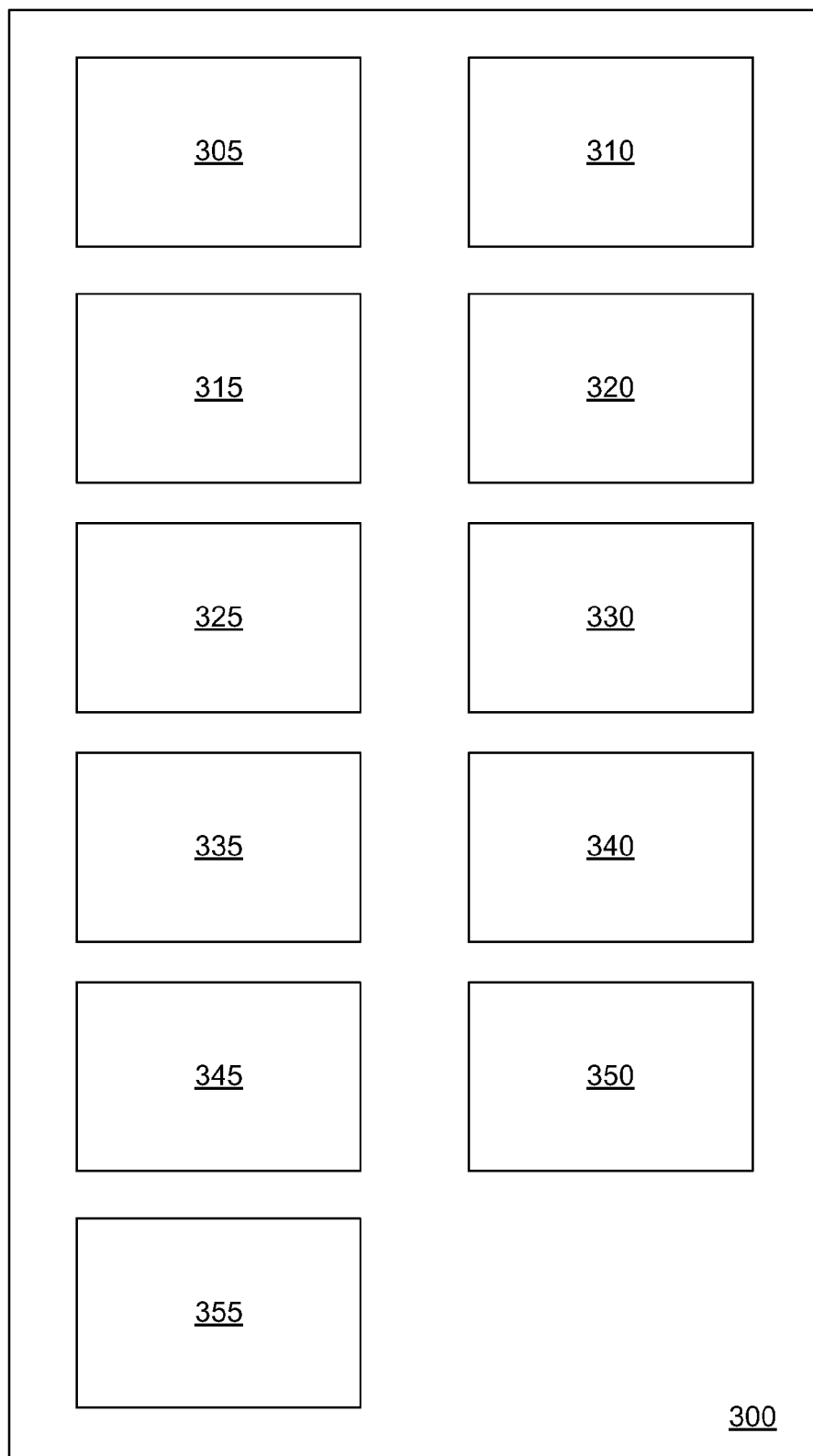
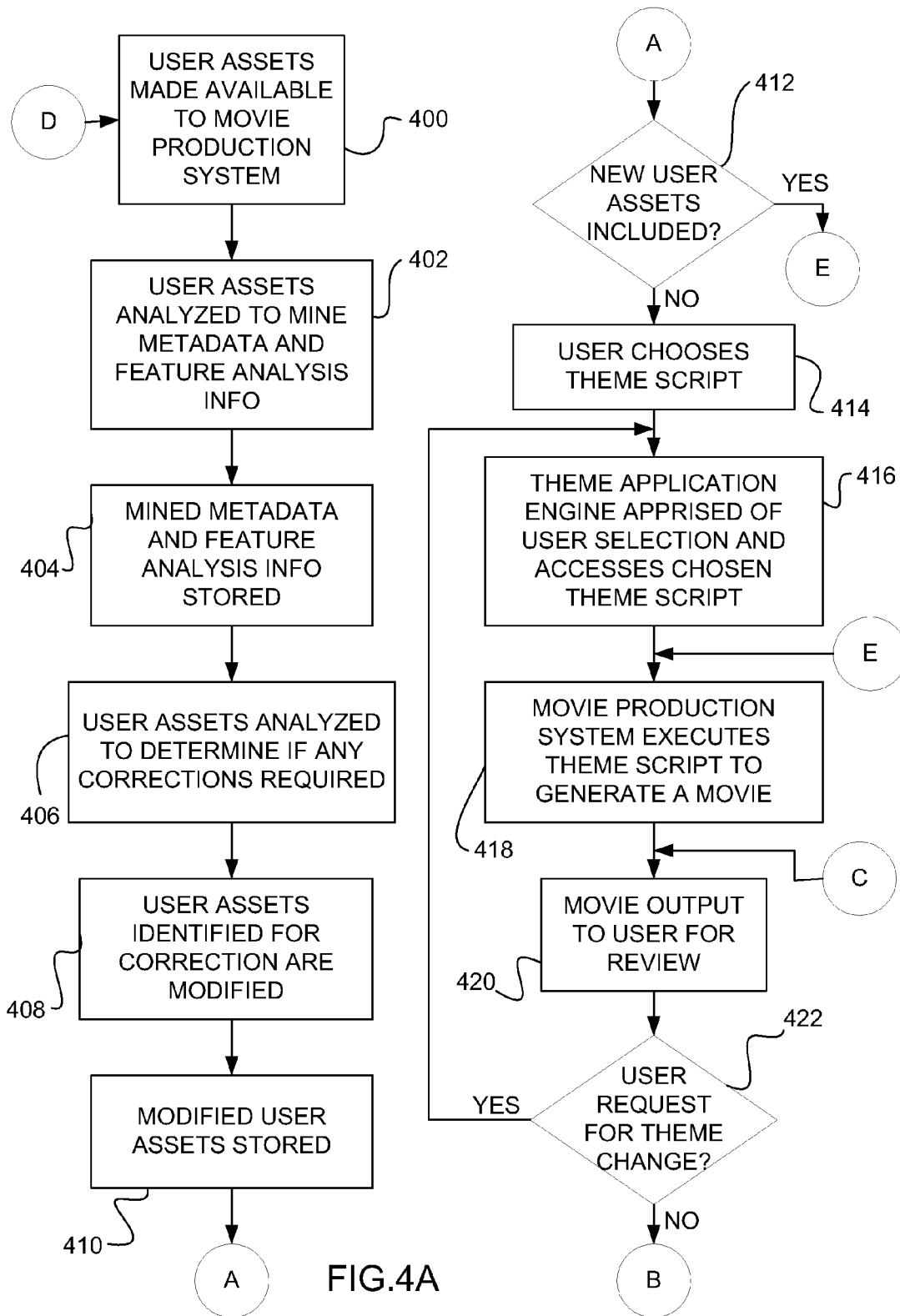
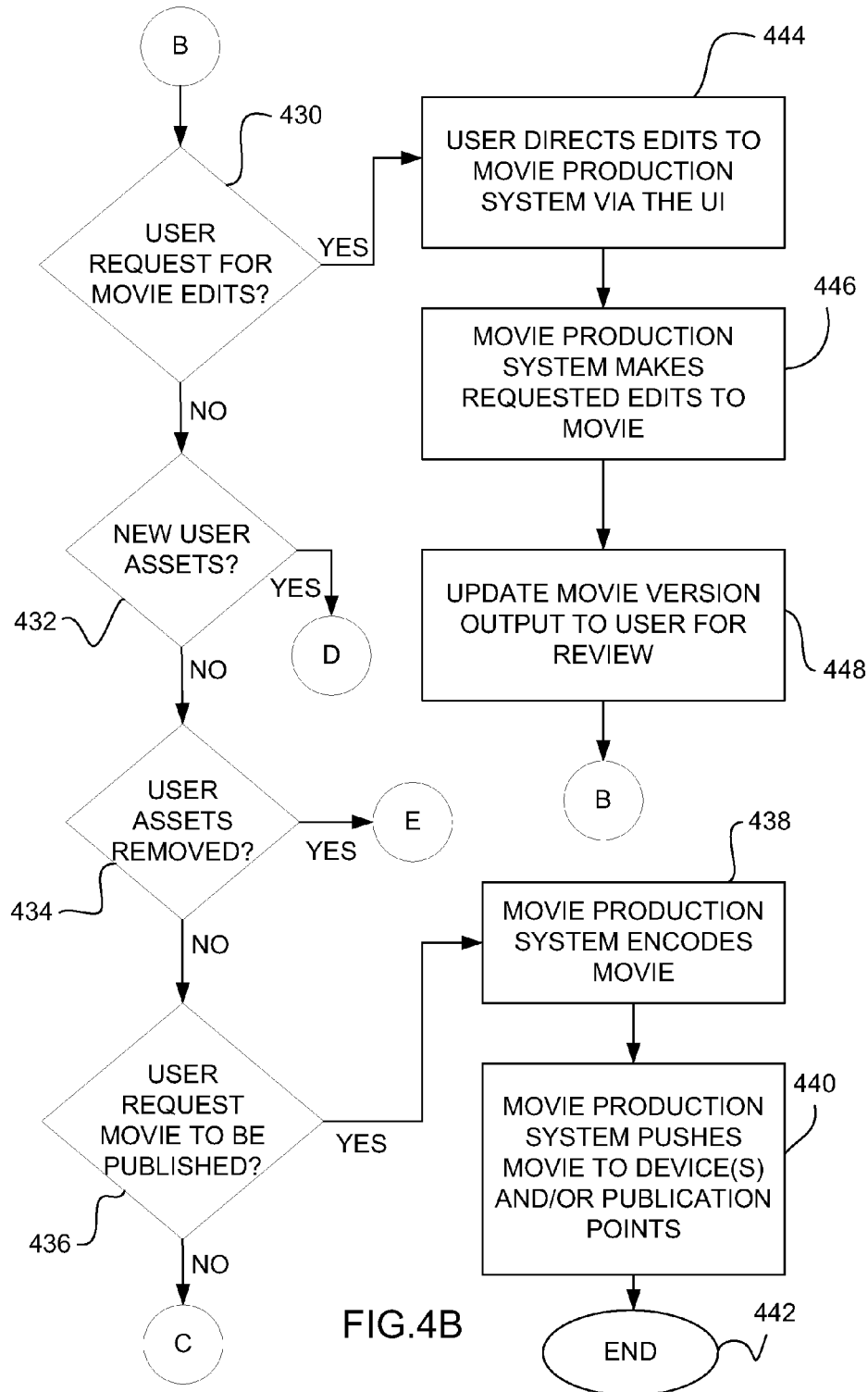


FIG. 3





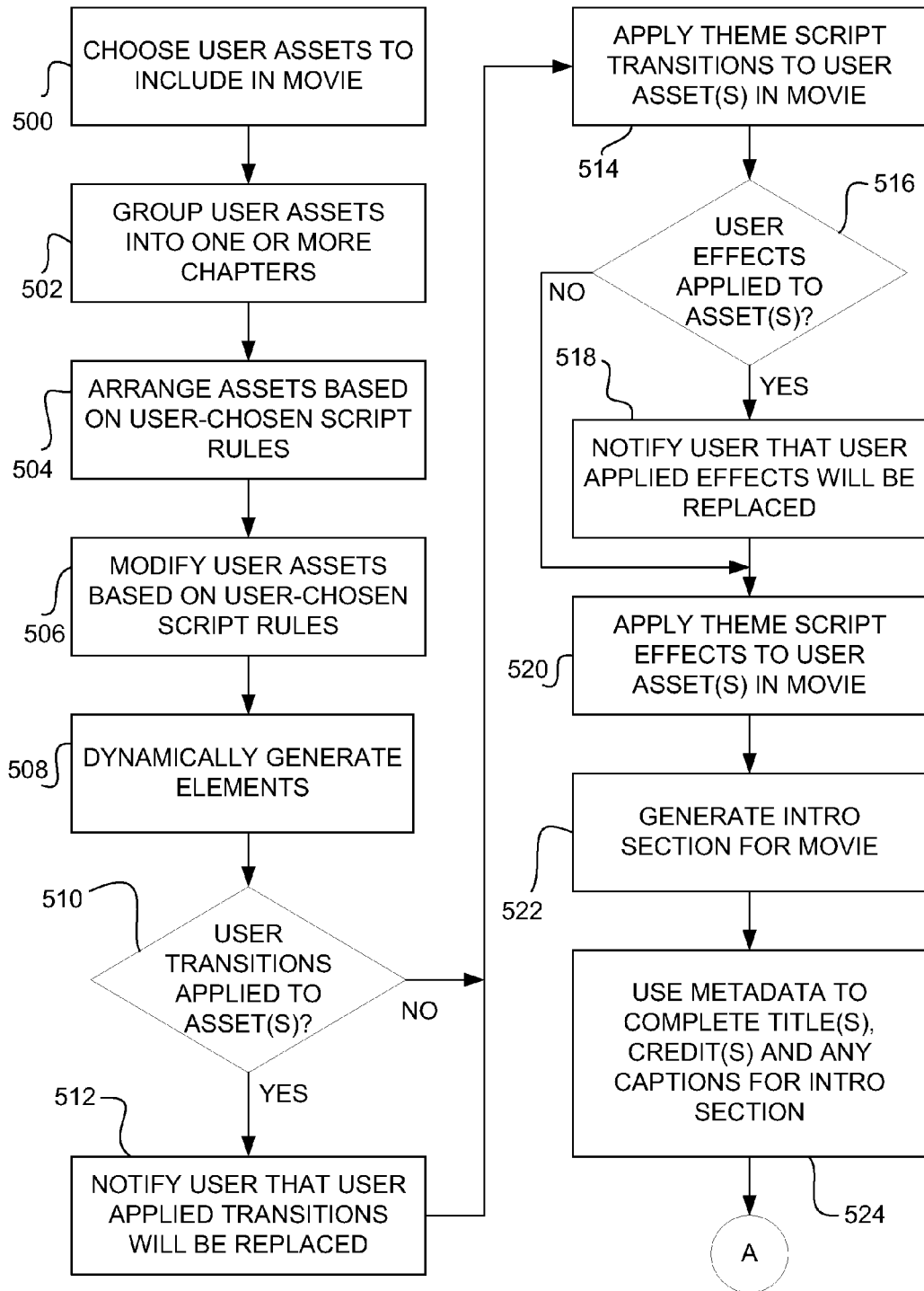
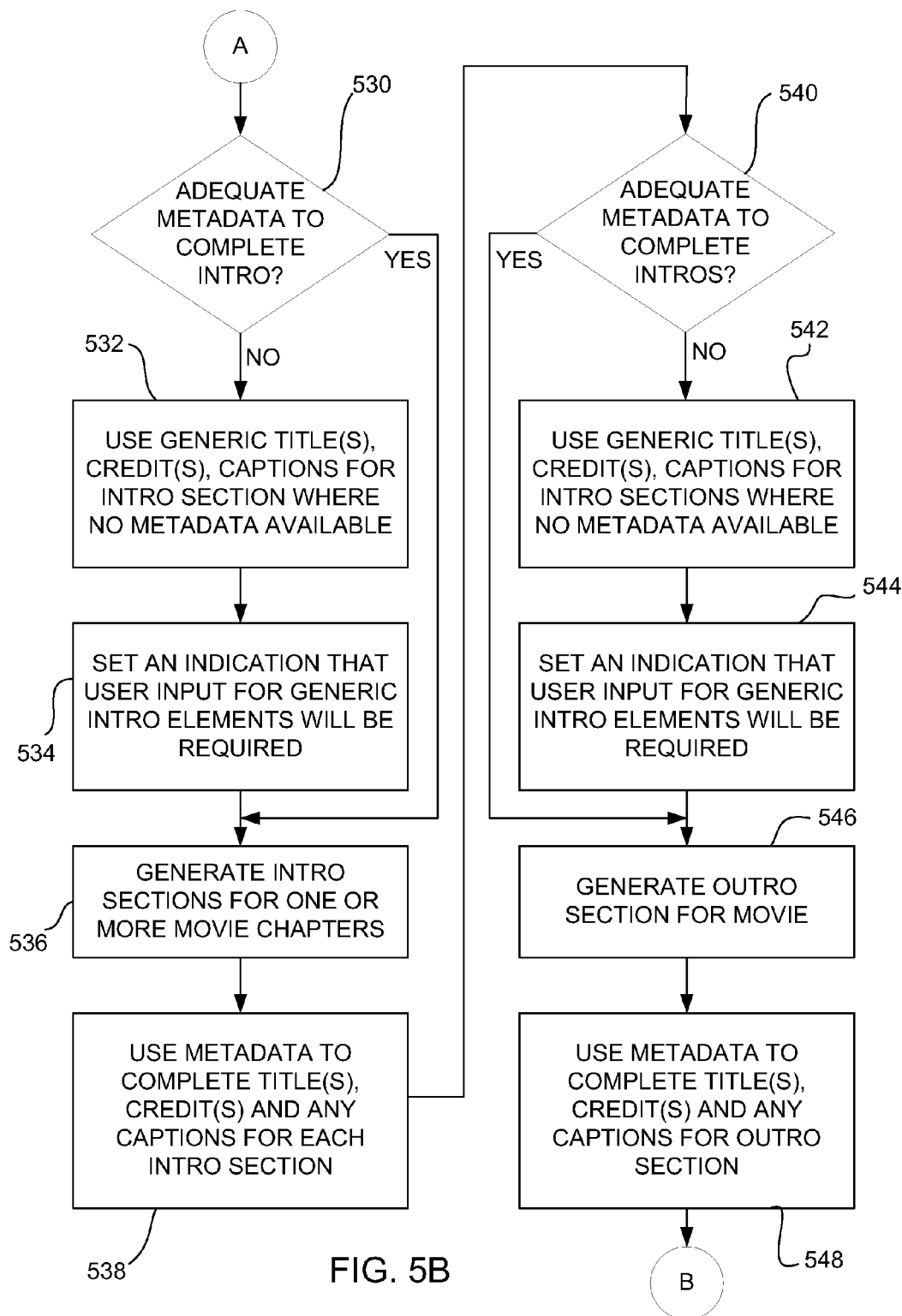


FIG. 5A



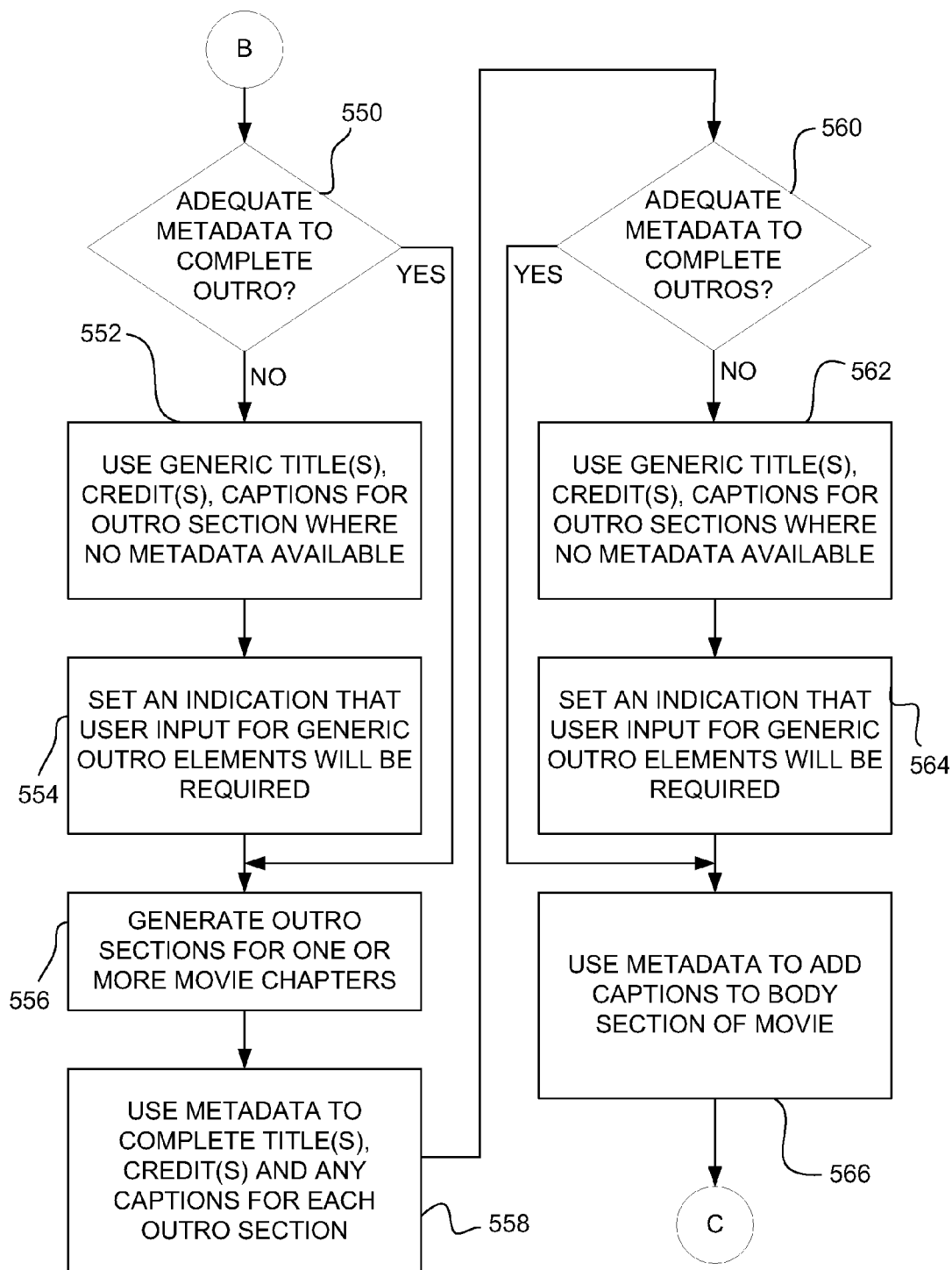


FIG. 5C

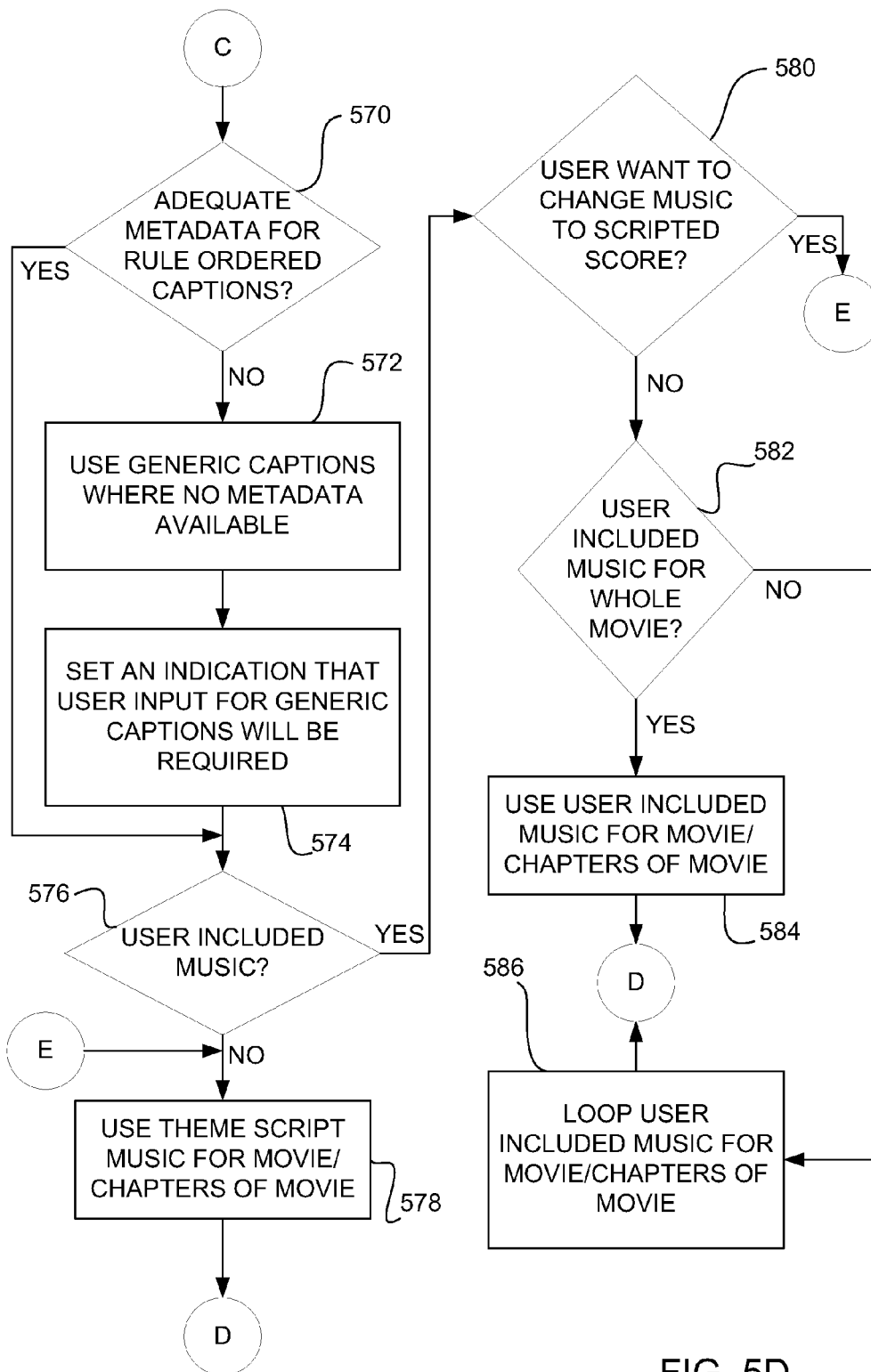


FIG. 5D

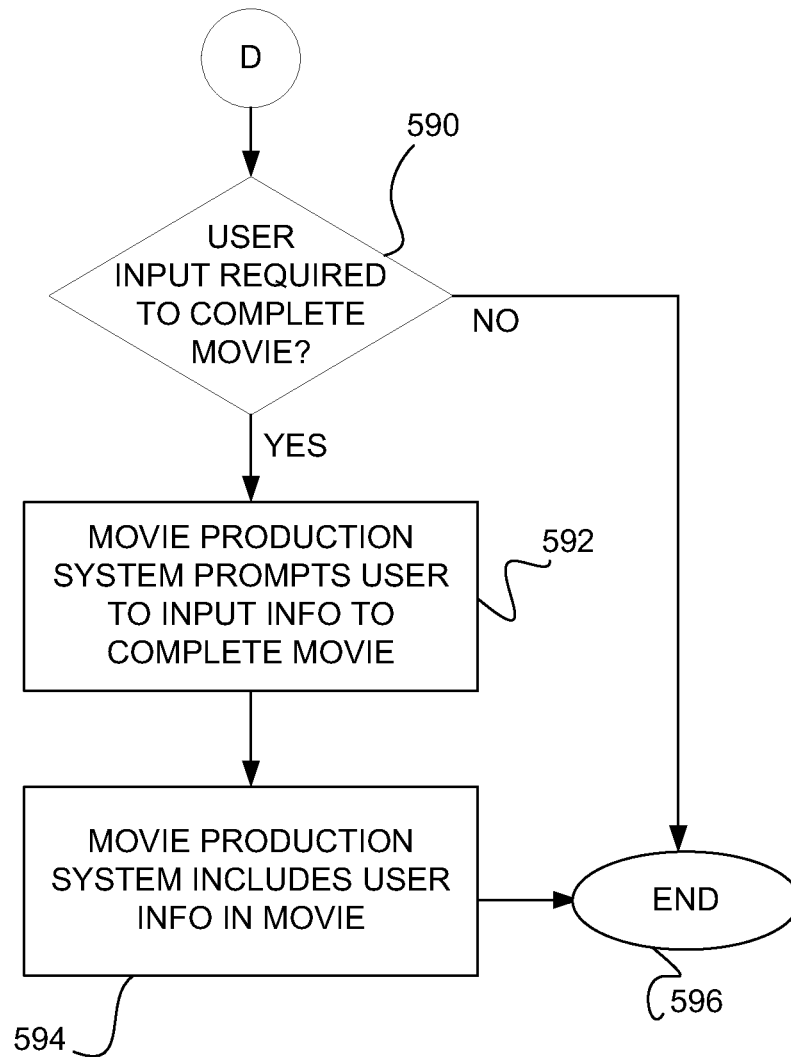


FIG. 5E

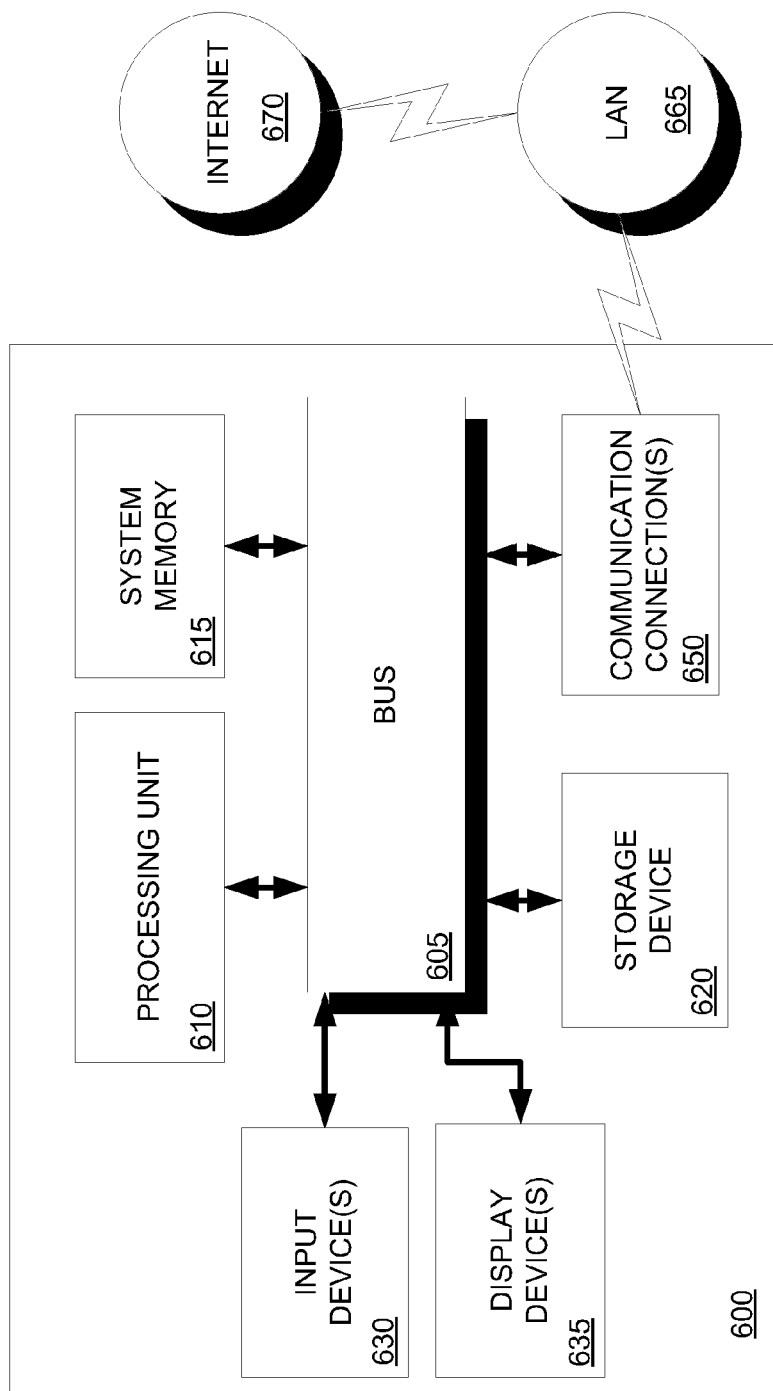


FIG. 6

AUTOMATED STORY GENERATION

RELATED APPLICATIONS

This application is a continuation of and claims benefit from U.S. patent application Ser. No. 12/757,055 that was filed on Apr. 9, 2010, and that is incorporated herein by reference in its entirety.

BACKGROUND

Users can create stories, e.g., movies, from user assets such as user images, videos, and audio files. Users can use a computing device to render individual manipulations for combining, grouping and ordering a set of user assets for output presentation. The generated movies can be desirable for showcasing the user assets.

With the plethora of media and messages vying for individuals attentions via their computers, televisions, cell phones, radios, etc, what can assist any particular presentation to stand out to an audience, along with the story subject, is the caliber of polish with which the story is generated.

Users have to commit time and effort to create a story from their user assets as there can be many factors and elements a user will contend with in generating a finished product. Additionally, creating a finished product from a set of user assets can require users to have the skills, artistic talent and knowledge of the software for implementing the details to generate the intended resultant product.

SUMMARY

This summary is provided to introduce a selection of concepts in a simplified form that are further described below in the Detailed Description. This summary is not intended to identify key or essential features of the claimed subject matter, nor is it intended to be used as an aid in determining the scope of the claimed subject matter.

Embodiments discussed herein include systems and methodology for enabling automatic and personalized user story creation.

In embodiments user content, or assets, e.g., images, video and/or audio files, are automatically analyzed and organized within a user story, e.g., a movie. In embodiments rules of a theme script that is designed to create a particular feeling or theme for a finished user story are automatically applied to user assets to create a predesigned look for the user assets which become elements of the generated user story.

In embodiments an introduction section and an end section for the user story are automatically created pursuant to theme script rules and using user assets, metadata and/or feature information mined from analyzed user assets.

In embodiments the user story is automatically organized into chapters pursuant to theme script rules and the nature and quantity of the user assets.

In embodiments the user story is personalized by the inclusion of captions that are automatically generated from information mined from analyzed user assets and/or are automatically generated with generic text that can be replaced by user input when the necessary asset information is unavailable or nonexistent.

In embodiments various treatments, e.g., transitions, effects, music inclusions, titles, credits, caption designs, etc., are applied to or generated for elements of the user story pursuant to theme script rules. In an aspect of these embodiments the treatments are intended to help create a personalized user story with a particular look and feel.

In embodiments elements of the automatically generated user story can be modified by a user to further enhance the personalization of the final user story. In embodiments a finalized user story can be stored and/or published, e.g., to one or more websites, one or more devices, e.g., cell phones, etc.

BRIEF DESCRIPTION OF TILE DRAWINGS

These and other features will now be described with reference to the drawings of certain embodiments and examples which are intended to illustrate and not to limit, and in which:

FIG. 1 depicts an embodiment movie production system that automatically transforms and arranges user content to generate a story.

FIG. 2 depicts sections of an embodiment generated story. FIG. 3 depicts embodiment theme script rule groups.

FIGS. 4A-4B illustrate an embodiment logic flow for an embodiment movie production system.

FIGS. 5A-5E illustrate an embodiment logic flow for an embodiment movie production system to execute a user-chosen theme script to generate a story.

FIG. 6 is a block diagram of an exemplary basic computing device system that process software, i.e., program code, or instructions.

DETAILED DESCRIPTION

In the following description, for purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding of embodiments described herein. It will be apparent, however, to one skilled in the art that the embodiments may be practiced without these specific details. In other instances well-known structures and devices are either simply referenced or shown in block diagram form in order to avoid unnecessary obscuration. Any and all titles used throughout are for ease of explanation only and are not for any limiting use.

FIG. 1 depicts an embodiment movie production system 100 that takes as input user content 135, or user assets 135, and arranges the user content 135 to generate a personal story, e.g., movie, 160 with high quality and minimum user effort. In embodiments user content 135 can include, but is not limited to, user images 105, user video 115, also referred to herein as video clips, user audio 125, user graphics and/or user text files. In an embodiment the user assets 135 are each composed of one or more frames; i.e., one or more images in a set of images 105, one or more stills in a video 115, one or more predefined timed segments of an audio file 125, etc.

In an embodiment the product, e.g., movie, 160 generated by the movie production system 100 is a resultant story that is told by the user assets 135 included therein along with any dynamically generated elements 155, e.g., a scrapbook page of selected user images 105, etc., and preselected elements, e.g., clipart, music, etc. As used herein, the term movie is intended to refer to any product, or story, generated by an embodiment movie production system 100 using user assets 135. In an embodiment a movie 160 consists of a collection of one or more frames wherein each frame can be, or consist of a user asset, a modified user asset, a dynamically generated element 155, predefined content, etc., or a combination thereof, etc.

In an embodiment the movie 160 generated by the movie production system 100 can have three sections, as depicted in FIG. 2. An embodiment first movie section is an intro, or introduction, section 210. In an embodiment an intro section 210 is a section added to the beginning of the movie 160 that introduces the movie 160. In an aspect of this embodiment an

intro section **210** can include one or more titles, one or more credits, date information, user content **135** information, one or more phrases, e.g., lyrics to a song, words from a poem, captions, etc. In an aspect of this embodiment an intro section **210** can also, or alternatively, include content **155**, or elements **155**, that is dynamically generated from user content **135**; e.g., a collage formed from users assets **135**.

An embodiment second movie section is the mid, or body, section **220**. In an embodiment the mid section **220** is the section of the movie **160** that is the story produced from the user assets **135**. In an embodiment the mid section **220** includes user assets **135**, unaltered, transformed, edited and/or modified. In an embodiment the mid section **220** can also, or alternatively, include elements **155** dynamically generated from user assets **135**, e.g., a collage of images **105** arranged on a predesigned background, frame captions created from mined metadata, etc. In an embodiment frames of the mid section **220** of the movie **160** can also, or alternatively, include predefined content; e.g., a music score, clip art, etc.

An embodiment third movie section is the outro, or end, section **230**. In an embodiment an end section **230** is a section added to the end of the movie **160** that concludes the movie **160**. In an aspect of this embodiment an end section **230** can include one or more titles, one or more credits, date information, user content **135** information, one or more phrases, e.g., lyrics to a song, words from a poem, captions, etc. In an aspect of this embodiment an end section **230** can also, or alternatively, include elements **155** dynamically generated from user content **135**.

In an embodiment the mid section **220** of a movie **160** can be divided into two or more chapters, or sections, **240**, each with its own subject, or content, or sub-theme. In this embodiment each chapter **240** has a mid section **220**. In an aspect of this embodiment each chapter **240** can also include an intro section **210**. In an aspect of this embodiment each chapter **240** can also, or alternatively, include an end section **230**.

In embodiments a movie **160** can consist of just a mid section **220**, an intro section **210** and a mid section **220**, a mid section **220** and an end section **230**, or an intro section **210**, a mid section **220** and an end section **230**.

Referring back to FIG. 1, in an embodiment theme scripts, or script files, **150** of the movie production system **100** are designed to create stories, e.g., movies, **160** from user assets **135**. In an embodiment the theme scripts **150** are generated with creative input from one or more artists and/or one or more graphic designers who choose harmonious styling elements for a particular theme. In an embodiment theme scripts **150** can also, or alternatively, be generated by a user **145** or any one desiring to author a script file **150**. In an embodiment theme scripts **150** can also, or alternatively, be generated by the execution of script design software.

In an embodiment the theme scripts **150** are in a human-readable format which provides for efficient maintenance and flexible modification of a theme script **150**.

An embodiment theme application engine **120** of a movie production system **100** has the capability to utilize a user chosen theme script **150** to automatically arrange and transform user assets **135** in such a way that the resultant story, or movie, **160** is of a user-perceived high quality with minimal user effort required. In an embodiment the theme application engine **120** runs a theme script **150** against user assets **135** to create a story, or movie, **160**. In an embodiment each theme script **150** contains information, or rules **175**, on how the user assets **135** should be filtered, arranged and/or transformed (visually and/or audioally) to create a movie **160** with a particular theme. In an embodiment a theme refers to a mood, an aesthetic style or an event, e.g., joyous, sporty, birthday, wed-

ding, sepia, colorful, etc. In an embodiment theme scripts **150** provide an abstract mechanism for defining how an end product, e.g., movie **160**, should look and sound without the need to know any details of the user assets **135**.

In an embodiment, before a theme is applied to a set of user assets **135** metadata and feature information is mined from the user content **135**; e.g., any tags related to the user content **135**, any tags identifying people in the user content **135**, any tags identifying the location of the pictured user content **135**; feature information on where faces are located in a frame of user content **135**, etc. Mining some of this information can be computationally expensive and time consuming. Thus, in an embodiment the mining of metadata and feature information from user content **135** is done in the background when the user content **135** is first input, or made available, to the movie production system **100**.

In an embodiment, when user content **135** is input to the movie production system **100** it is automatically fed through an embodiment metadata feature extraction and analysis engine **110**, also referred to herein as an analysis engine **110**. In an embodiment the analysis engine **110** executes asynchronously in the background using spare CPU cycles. In an embodiment the analysis engine **110** has the capability to extract, analyze and store metadata and feature information from user content **135** that can be used later by an embodiment theme application engine **120** in creating a personal movie **160**. In an embodiment the analysis engine **110** stores the mined metadata and feature information in one or more metadata databases **130**. In other embodiments mined metadata and feature information is stored and referenced by one or more of a variety of storage constructs, including but not limited to, metadata databases **130**, tables, lists, linked lists, etc.

In an embodiment, before a theme is applied to a set of user assets **135** one or more analyses are performed on the user assets **135**. In an embodiment the analyses performed can include statistical analysis to determine how much is changing over x frames in a user video **115** or user audio file **125**; e.g., how much action is occurring over x frames of a user video **115**. In an embodiment the analyses performed can include a determination of the loudness of the audio portion of a user video **115** or subset of the user video **115** or the loudness of a user audio file **125** or subset of a user audio file **125**. In an embodiment the analyses performed can include a determination of the clarity of one or more user images **105** and/or one or more frames of a user video **115**; i.e., a determination of how in focus one or more user images **105** and/or one or more user video frames are. In an embodiment the analyses performed can include a determination of whether one or more images **105** and/or one or more frames of a user video **115** have red-eye. In embodiments a variety of additional and/or different analyses can be performed on a set of user assets **135**. In an embodiment information derived from one or more analyses, also referred to herein as asset modification information or details, can be used to identify modifications, or corrections, that can be made to one or more user assets **135**; e.g., modifications for red-eye, modifications for out-of-focus user images **105** or frames of a user video clip **115**, etc.

In an embodiment the analysis engine **110** has the capability to perform analyses on a set of user assets **135**. Analyses of the user assets **135** can be computationally expensive and time consuming. Thus, in an embodiment the analyses of the user content **135** is done in the background when the user content **135** is first input to the movie production system **100**. In an embodiment, when user content **135** is input to the movie production system **100** it is automatically fed through

an embodiment analysis engine **110**. In an embodiment the analysis engine **110** executes asynchronously in the background using spare CPU cycles to perform analyses on the user content **135**.

In an embodiment movie production system **100** an adaptation engine **140** has the capability to use asset modification information from the analysis engine **110** to modify, or correct, one or more user assets **135**. For example, the adaptation engine **140** corrects red eyes, adjusts lighting and exposure, shortens or otherwise segments a video **115** for specific content and/or to reduce duplicity or redundancy, deletes or modifies out-of-focus frames in a video **115**, etc. In an embodiment the resultant modified user asset(s) are stored in one or more asset databases **170**. In other embodiments modified user assets are stored and referenced by one or more of a variety of storage constructs, including but not limited to, asset databases **170**, tables, lists, linked lists, etc. In this manner the user assets **135** remain as inputted and are unaltered by the embodiment movie production system **100** and the movie production system **100** is non destructive to user content **135**.

In an embodiment the adaptation engine **140** has the capability to take directions from the theme application engine **120** and apply theme script rules **175** to user assets **135**. For example, the adaptation engine **140** can crop one or more user images **105** as directed by one or more theme script rules **175** to zoom in on a particular image feature; e.g., a person, a geographic feature, e.g., mountain or river, etc. As another example the adaptation engine **140** can impose an effect on user assets **135**; e.g., transpose user assets **135** to black-and-white, fade in or fade out on one or more user asset frames, etc. In an embodiment the resultant modified user asset(s) are stored in one or more asset databases **170**. In other embodiments modified user assets are stored and referenced by one or more of a variety of storage constructs, including but not limited to, asset databases **170**, tables, lists, linked lists, etc. In this manner the original user assets **135** remain unaltered by the embodiment movie production system **100**.

As noted, in an embodiment each theme script **150** contains rules **175** that define the movie **160** to be generated. in an embodiment each theme script **150** has rules **175** that, when applied, create the format of the movie **160**, e.g., size of the mid section **220**, number and ordering of chapters **240** in the mid section **220**, etc. In an embodiment each theme script **150** contains rules **175** for the contents of any intro section(s) **210**, the contents of the mid section **220**, and the contents of any end section(s) **230**.

In an embodiment each theme script **150** can contain rules **175** to be applied to user assets **135** to generate transformations on one or more user assets **135** by, e.g., correlating metadata and feature information mined from or otherwise related to the user assets **135** with the theme script rules **175**. In this manner user assets **135** can be transposed to suit the theme of the selected script file **150**; e.g., user assets **135** can be modified to be black-and-white, cropped to depict specific content, etc.

In an embodiment each theme script **150** can contain rules **175** that identify special keywords that can be replaced with metadata or feature information extracted from the user assets **135**, e.g., names identifying faces of people in the images **105** and/or video **115**, location feature identification information, e.g., mountain range, waterfall, etc., in the images **105** and/or video **115**, etc. In this manner the generated movie **160** is rendered personal to the user **145** in accordance with the user assets **135**.

In an embodiment the theme scripts **150** can have as a target a number of user assets **135** or range of a number of user assets

135. In an embodiment the theme scripts **150** can accommodate a smaller number of user assets **135** than targeted. An embodiment theme script **150** targeted to accommodate more than the existing number of user assets **135** can reuse user assets **135** among the frames of the generated movie **160** in an orderly or random pattern in order to generate a movie **160** with a sufficient desired length. An embodiment theme script **150** targeted to accommodate more than the existing number of user assets **135** can spread the existing user assets **135** among the frames of the generated movie **160** in such a manner as to include duplicative user assets **135** but with differing treatments, e.g., effects, transitions, etc., in order to generate a movie **160** with a sufficient desired length. in an aspect of these embodiments a theme script **150** will generate a mid section **220** of a movie **160** that has more frames than user assets **135**.

An embodiment theme script **150** targeted to accommodate more than the existing number of user assets **135** can generate a shorter play-length movie **160** that coincides with the existing user asset set. An embodiment theme script **150** targeted to accommodate more than the existing number of user assets **135** can increase the time spent on one or more user assets **135** included in frames in the movie **160** to generate a movie **160** of a predetermined play-length or within a predetermined play-length time span. An embodiment theme script **150** targeted to accommodate more than the existing number of user assets **135** can create frames of a movie **160** by dynamically generating elements **155** to be included in the movie **160** from the user assets **135**, e.g., generating additional images from user asset video clips **115** and/or portions of user asset images **105**, generating additional video clips by dividing existing user asset video clips **115** into smaller play-length videos, generating scrapbook pages with user assets **135**, etc. In other embodiments theme scripts **150** targeted to accommodate more than the existing number of user assets **135** can manage a smaller set of user assets **135** with a combination of one or more of these embodiment approaches and/or with other approaches.

In an embodiment the theme scripts **150** can manage a larger number of user assets **135** than are targeted to be accommodated in a movie **160**. An embodiment theme script **150** targeted to accommodate less than the existing number of user assets **135** can determine not to include all the user assets **135** in the movie **160**. An embodiment theme script **150** targeted to accommodate less than the existing number of user assets **135** can include additional chapters **240**, longer chapters **240**, a longer mid section **220**, etc. in the generated movie **160** to manage all or a larger subset of the user assets **135** than targeted for. An embodiment theme script **150** targeted to accommodate less than the existing number of user assets **135** can shorten the frame display time for one or more of the user assets **135** and/or speed up the output of one or more user asset video clips **115** included in the generated movie **160**. In other embodiments theme scripts **150** targeted to accommodate less than the existing number of user assets **135** can manage a larger set of user assets **135** with a combination of one or more of these embodiment approaches and/or with other approaches.

In an embodiment a theme script **150** can contain rules **175** for the theme application. engine **120** to apply to dynamically generate elements **155** for the movie **160**. Such dynamically generated elements **155** can include, but are not limited to, frame background designs, scrapbook pages, collages, additional images generated from still frames of a user asset video **115**, additional images generated from differing regions of a user asset image **105**, etc. In an embodiment dynamically generated elements **155** are stored in one or more movie asset

databases **195**. In other embodiments dynamically generated elements **155** are stored and referenced by one or more of a variety of storage constructs, including but not limited to, movie asset databases **195**, tables, lists, linked lists, etc.

In an embodiment a theme script **150** can contain rules **175** for the theme application engine **120** to apply for the inclusion of predefined content within the movie **160**. Such additional predefined content can include, but is not limited to, clip art, audio tracks, caption style, etc.

In an embodiment there are various groups of theme script rules **175** to effect a variety of resultant content, or elements, included in a generated movie **160**. Each theme script **150** can contain rules **175** from one or more of these groups which are selected and/or tailored to define portion of the resultant movie **160** with the identified theme from the theme script **150**,

FIG. 3 depicts embodiment theme script rule groups **300**. A grouping rule, or rules, **305** in an embodiment script file **150** defines the logic by which different user assets **135** are to be grouped into chapters, or sections, of the movie **160**; e.g., by content location, date range, the identity of the people appearing in the user assets **135**, random, etc. An aspect of this grouping rule(s) **305** also defines the size of the chapters **240** or sections; i.e., how much user content **135** is to be included in any particular chapter **240** and/or how much time each chapter **240** in the movie **160** should play, or run.

An ordering rule, or rules, **310** in an embodiment script file **150** defines the logic by which different user assets **135** are to be ordered within the movie **160**; e.g., by ascending or descending time properties, randomly, etc. In an embodiment the ordering rule(s) **310** define the order of user assets **135** for the chapters **240** of the movie **160** and/or the order of user assets **135** within the movie **160**.

A selection rule, or rules, **315** in an embodiment script file **150** manages duplicative user assets **135** and the omission of user assets **135** from the resultant movie **160**, including the omission of one or more images **105** from a set of images **105** and/or the trimming of user video **115** and/or audio files **125**. In an embodiment the omission of user assets **135** from the movie **160** can be for a variety of results including the reduction of duplicative views or sounds within the movie **160**, the inclusion of selective content within the movie **160**, maintenance of a predefined play time for the movie **160**, etc.

An aspect of embodiment selection rule(s) **315** defines, or otherwise determines, how many frames of which user assets **135** are to be included in the movie **160**. In an embodiment this aspect of the selection rule(s) **315** defines which, if any, duplicative frames, from a content perspective, of the user assets **135** are to be included in the movie **160**. For example, there may be ten (10) images of the same person in the same pose with the same location background in a set of user images **105** and the selection rule(s) **315** define a maximum of two (2) images that depict the same subject matter are to be included in the movie **160**. In an embodiment selection rule(s) **315** also define which two of the ten images are to be included in the movie **160**, e.g., the first two images in the set of images **105**, the two images in the set of images **105** with the face of the depicted person most centered, etc.

A transition rule, or rules, **320** in an embodiment script file **150** defines the transitions to be imposed on the user assets **135** and other elements **155** included in each chapter **240** and the movie **160**; e.g., zoom, pan, rotate, fade in, fade out, etc.

An effects rule, or rules, **325** in an embodiment script file **150** defines the effects to be imposed on the user assets **135** and other elements **155** included in the movie **160**; e.g., ren-

der one or more images **105** black-and-white, render one or more images **105** sepia, mute audio in one or more chapters **240**, etc.

An intro rule, or rules, **330** in an embodiment script file **150** defines the information to be used to create an intro section **210** for the movie **160**. In an embodiment an intro rule(s) **330** also, or alternatively, defines the information for generating an intro section **210** for one or more chapters **240** of the movie **160**. As noted, in an embodiment an intro section **210** is a special section added to the beginning of the movie **160** and/or the beginning of a movie chapter **240**, in an embodiment the content of an intro section **210** includes the look, feel and/or audio for each frame of the intro section **210**; e.g., black backdrop with white letters and a voice over from frames of a video **115**, etc.

In an embodiment the content of an intro section **210** can contain one or more titles, one or more credits, date information, content information, one or more phrases, e.g., lyrics to a song, words from a poem, captions, etc. In an embodiment the content of an intro section **210** can also, or alternatively, be content **155** that is dynamically generated from user content **135**.

In an embodiment content of an intro section **210** is automatically generated from existing metadata and/or feature information mined from user assets **135**; e.g., titles extracted from image tags, names extracted from image tags, etc. In an embodiment content of an intro section **210** is also, or alternatively, generated from prompted user input when the necessary metadata and/or feature information is unavailable to the movie production system **100**. In an embodiment content of an intro section **210** is also, or alternatively, generated from preexisting non-user asset content; e.g., phrases from music lyrics and/or poems, clip art, a music selection, etc.

In an embodiment titles, credits or captions can already exist in one or more frames of an intro section **210** because, e.g., the user **145** has previously caused a movie **160** to be generated from a set of user assets **135** and the user **145** has subsequently changed the theme script **150** to be applied to the same set of user assets **135**, the user has previously created titles, credits or captions associated with one or more user assets **135** included in an introduction section **210** or one or more frames of an introduction section **210**, etc. In an aspect of this embodiment the text of the existing titles, credits and captions will not be removed or replaced pursuant to theme script rules **175**. In an aspect of this embodiment the effect and/or transition applied to the text of the existing titles, credits and captions of the introduction section(s) **210** will be altered as dictated by one or more theme script rules **175** defining the text style for the resultant movie introduction section(s) **210**.

An outro rule, or rules, **335** in an embodiment script file **150** defines the information to be used to create an end, or outro, section **230** for the movie **160**. In an embodiment an outro rule(s) **335** also, or alternatively, defines the information for generating an end section **230** for each chapter **240** of the movie **160**. As noted, in an embodiment an end section **230** is a special section added to the end of the movie **160** and/or the end of one or more movie chapters **240**. In an embodiment the content of an end section **230** includes the look, feel and/or audio for each frame of the end section **230**; slow fade out of image frame from user image **105** overlaid with black lettering and enhanced with a musical selection, etc.

In an embodiment the content of an end section **230** can contain one or more titles, one or more credits, date information, content information, one or more phrases, e.g., lyrics to a song, words from a poem, captions, etc. In an embodiment

the content of an end section **230** can also, or alternatively, be elements **155** dynamically generated from user content **135**; a collage formed from user assets **135**.

In an embodiment content of an end section **230** is automatically generated from existing metadata and/or feature information mined from user assets **135**; e.g., credits extracted from image tags, etc. In an embodiment content of an end section **230** is also, or alternatively, generated from prompted user input when the necessary metadata and/or feature information is unavailable to the movie production system **100**. In an embodiment content of an end section **230** is also, or alternatively, generated from preexisting non-user asset content; e.g., phrases from music lyrics and/or poems, clip art, a music selection, etc.

In an embodiment titles, credits or captions can already exist in one or more frames of an end section **230** because, e.g., the user **145** has previously caused a movie **160** to be generated from a set of user assets **135** and the user **145** has subsequently changed the theme script **150** to be applied to the same set of user assets **135**, the user has previously created titles, credits or captions associated with one or more user assets **135** included in an end section **230** or one or more frames of an end section **230**, etc. In an aspect of this embodiment the text of the existing titles, credits and captions will not be removed or replaced pursuant to theme script rules **175**. In an aspect of this embodiment the effect and/or transition applied to the text of the existing titles, credits and captions of the end section(s) **230** will be altered as dictated by one or more theme script rules **175** defining the text style for the resultant movie end section(s) **230**.

Caption rules **340** in an embodiment script file **150** define how and where captions are to be added to user assets **135** and/or frames of the movie **160**. In an embodiment caption rules **340** further contain the details on the style and treatment of various captions included within the movie **160**; e.g., font, color, size, position, effect, etc.

In an embodiment caption rules **340** can contain special keywords that are subsequently replaced by appropriate metadata and/or feature information previously mined from the user assets **135**. In an embodiment, if the metadata or feature information necessary to personalize a caption is unavailable the caption will be generated with generic text and the user **145** will be prompted to thereafter provide input to replace the generic text and render the movie **160** specific and/or personal.

In an embodiment captions can already exist in one or more frames of the movie **160** because, e.g., the user **145** has previously caused a movie **160** to be generated from a set of user assets **135** and the user **145** has subsequently changed the theme script **150** to be applied to the same set of user assets **135**, the user has previously created captions associated with one or more user assets **135** included in the movie **160**, etc. In an aspect of this embodiment the text of the existing captions will not be removed or replaced pursuant to theme script rules **175**. In an aspect of this embodiment the effect and/or transition applied to the text of the existing captions will be altered as dictated by one or more theme script rules **175** defining the text style for the resultant movie captions. Thus, in an aspect of this embodiment caption text positioning and duration is not guaranteed with the application of a new theme script **150** to the user assets **135** as the new theme script **150** may need to modify these to account for, e.g., animation, theme aesthetics, etc.

An art rule, or rules, **345** in an embodiment script file **150** defines how any included art, e.g., clip art, etc., should be added to, or otherwise, utilized, in the movie **160**; e.g., the addition of adornments such as backgrounds or clip art

images to one or more movie frames, etc. In an embodiment the art rule(s) **345** details how user assets **135** are to appear with or within added clip art in one or more movie frames; e.g., a scrapbook page with user asset images **105** positioned within clip art frames, etc.

In an embodiment one or more theme scripts **150** identify one or more music scores, via a music rule, or rules, **350** to be included within the movie **160**. In an aspect of this embodiment the identified music score(s) are intended to enhance the theme, or mood, of the chosen script file **150** and, therefore, the resultant movie **160**. In an embodiment the music rules **350** include directions for the positioning of the music within the movie **160** and the treatment, e.g., volume, and effects, e.g., fade in, fade out, loop, etc., to be imposed on the included music.

In an embodiment the music rules **350** also, or alternatively, dictate how a user's audio **120** is to be managed within the movie **160**; e.g., played with specific chapters and muted for others, softened and played throughout the body **220** of the movie **160**, played in the introduction **210** and end **230** sections of the movie **160**, etc.

In an embodiment if there is user-specified music already associated with one or more user assets **135** or one or more frames of the movie **160** then the user **145** is asked to indicate whether they wish to retain the user-specified music or utilize the theme script identified music. In an alternative embodiment if there is user-specified music associated with one or more user assets **135** or one or more frames of the movie **160** then the user **145** is notified that the user-specified music will not be implemented and the theme script identified music is included within the movie **160** pursuant to one or more music rules **350**. In a second alternative embodiment if there is user-specified music associated with one or more user assets **135** or one or more frames of the movie **160** then the user-specified music is retained and used for the movie **160**.

In an embodiment if there is no music associated with the user assets **135** or frames of the movie **160** then the user **145** is prompted, via the UI **180**, to select, or otherwise identify, a music selection, or selections, to be included within the movie **160**. In an alternative embodiment if there is no music associated with the user assets **135** or frames of the movie **160** then pre-identified music indicated in one or more theme script rules **175** is used for the movie **160**.

In an embodiment a dynamic frame generation rule(s) **355** in a script file **150** defines how elements **155**, or frames, are to be dynamically created for incorporation within the movie **160**. Dynamically generated elements **155** can include, but are not limited to, frame background designs, scrapbook pages, collages, additional images generated from still frames of a user asset video **115**, additional images generated from differing regions of a user asset image **105**, etc. For example, a dynamic frame generation rule(s) **355** can define the creation of a scrapbook page frame with user images **105** arranged about the frame and decorated with pre-selected clipart to be included within the movie **160**. As a second example, a dynamic frame generation rule(s) **355** can define the generation of two images from one user asset image **105** where each of the two generated images depict differing regions, or subjects, e.g., different people, etc., within the user asset image **105**. In an aspect of this embodiment mined metadata and feature information and/or the results of analyses performed on the original user asset **135** is used in conjunction with, or by, the dynamic frame generation rule(s) **355** to dynamically generate elements **155** for the movie **160** from existing user assets **135**.

In an embodiment dynamically generated elements **155** created pursuant to one or more dynamic frame generation

11

rules 355 are stored in one or more movie asset databases 195. In other embodiments dynamically generated elements 155 are stored and referenced by one or more of a variety of storage constructs, including but not limited to, movie asset databases 195, tables, lists, linked lists, etc.

In an embodiment a dynamic frame generation rule(s) 355 controls the placement of dynamically generated elements 155 within the movie 160; e.g., first frame in the intro section 210, etc. In an embodiment a dynamic frame generation rule(s) 355 defines the transitions and effects to be implemented for dynamically generated elements 155. In an aspect of this embodiment the transitions and effects identified by a dynamic frame generation rule 355 supersedes any transition rules 320 or effects rules 235 in the script file 150 that would otherwise be implemented for the dynamically generated element 155 due to, e.g., its position within the movie 160.

In embodiments more, less and/or alternative groups 300 of theme script rules 175 exist.

Referring again to FIG. 1, in an embodiment a user 145 interacts with the movie production system 100 via a user interface, UI, 180. In an embodiment the user 145 enables user content 135 to be input, or otherwise made accessible, to the computing system, or device, e.g., personal computer, computer network, etc. hosting, or otherwise running, the movie production system 100. In an embodiment the theme application engine 120, via the UI 180, prompts the user 145 for input to render the movie 160 more polished and personal. In an embodiment the UI outputs the movie 160 to the user 145 for review. In an embodiment the user 145 can make changes to the movie 160 via the UI 180.

In an embodiment, while the movie production system 100 is generating a movie 160 a progress dialog box is displayed to the user 145 via the UI 180. In an embodiment the progress dialog box indicates the action currently being performed to generate the movie 160; e.g., applying black-and-white movie theme, generating intro section, etc.. In an embodiment the progress dialog box indicates how much of the movie generation has been completed; e.g., 60% complete, etc.

In an embodiment a progress dialog box is displayed to a user 145 only when the movie production system 100 requires a user perceptible time to apply the rules 175 of a theme script 150 to generate a movie 160.

In an embodiment the user 145 can, via the UI 180, inform the movie production system 100 that the movie 160 is finished and/or ready for publication. In an embodiment the movie production system 100 encodes a finished movie 160 in one or more predefined formats and/or one or more user-specified formats and/or one or more formats supported by a storage media associated with the movie production system 100 and upon which the finished movie 160 will be stored and/or pushed to and/or published to. In an embodiment there can be more than one copy of a finished, encoded movie 190, also referred to herein as the published movie 190. In an embodiment the movie production system 100 stores each encoded version of the finished movie 190 to one or more storage media, e.g., hard drive, computer memory, DVD, CD, memory stick, etc.

In an embodiment the movie production system 100 can publish a finished, encoded version of the movie 190 by pushing, or otherwise storing, the published movie 190 to one or more devices or media 185, e.g., computer, cell phone, etc. In an embodiment the movie production system 100 can publish a finished, encoded version of the movie 190 to one or more publication points 165, e.g., websites, email addresses, etc.

12

FIGS. 4A-4B illustrate an embodiment logic flow for an embodiment movie production system 100. While the following discussion is made with respect to systems portrayed herein the operations described may be implemented in other systems. The operations described herein are not limited to the order shown. Additionally, in other alternative embodiments more or fewer operations may be performed. Further, the operations depicted may be performed by an embodiment movie production system 100 or by an embodiment movie production system 100 in combination with one or more other systems.

Referring to FIG. 4A, in an embodiment user assets are introduced, or otherwise made available to, the movie production system 400.

In an embodiment the movie production system analyzes the user assets to mine metadata and feature information 402. In an embodiment the movie production system stores metadata and feature information collected from user assets in one or more metadata databases 404. In an aspect of these embodiments the analysis engine 110 of the movie production system 100 has the capability to analyze the user assets 135 to mine metadata and feature information and to store the mined data and information in one or more metadata databases 130. In alternative aspects of these embodiments the analysis engine 110 stores mined metadata and feature information which is referenced by one or more of a variety of storage constructs, including but not limited to, metadata databases 195, tables, lists, linked lists, etc.

In an embodiment the movie production system analyzes the user assets to identify user assets or user asset portions, i.e., frames or segments, to be modified, e.g., to correct red-eye, etc., 406. In an aspect of this embodiment the analysis engine 110 of the movie production system 100 has the capability to analyze user assets 135 to identify those user assets 135, or portions of user assets 135, to be modified or corrected. In this aspect of this embodiment the analysis engine 110 notifies the adaptation engine 140 of the movie production system 100 to modify the user assets 135 so identified.

In an embodiment the movie production system makes any identified modifications and corrections to indicated user assets 408. In an embodiment the modified user assets are stored 410. In an aspect of these embodiments the adaptation engine 140 of the movie production system 100 has the capability to make the modifications and corrections to the identified user assets 135, or portions thereof, and to store the resultant modified user assets.

In an embodiment, at decision block 412 a determination is made as to whether new user assets have been included by the user after a prior movie version has already been generated for review. If no, in an embodiment the user, via the of the movie production system, chooses a theme script to be applied to the user assets, or a user-identified subset of the user assets, 414. In an embodiment the theme application engine of the movie production system is apprised of the user selection and accesses the chosen script file 416.

In an embodiment the movie production system executes, or otherwise acts upon, the chosen script file to generate a story, e.g., a movie, 418. In an aspect of this embodiment the theme application engine 120 of the movie production system 100 has the capability to execute the user-chosen script file 150 to generate a movie 160. In an aspect of this embodiment the theme application engine 120 applies rules 175 of the user-chosen script file 150 to one or more user assets 135, one or more modified user assets and/or one or more generated elements 155. Additional details for this embodiment step 418 are described with reference to FIGS. 5A-5E.

13

In an embodiment the generated story, e.g., movie, is output to the user for review **420**. In an aspect of this embodiment the theme application engine **120** of the movie maker system **100** directs the output of the movie **160** to the user **145** via the UI **180**. In an embodiment the movie **160** is in a WYSIWYG (what-you-see-is-what-you-get) format appropriate for user review.

In an embodiment at decision block **422** a determination is made as to whether the user has made a theme change request. If yes, in an embodiment the theme application engine of the movie production system is apprised of the user selection and accesses the newly chosen script file **416**.

Referring to FIG. **4B**, at decision block **430** a determination is made as to whether the user has requested any edits to the movie. In an embodiment a user **145** can override one or more theme script rules **175** and/or add additional elements or content, e.g., transitions or effects not accounted for by the theme script **150**, to the movie **160** by requesting edits to the movie **160** via the UI **180**. For example the user **145** can choose different transitions and/or effects, add pan and/zoom to one or more images, change captions, titles or credit styles, change font settings, add or remove music, add or delete user assets **135** to be included in the movie **160**, etc.

In an embodiment if the user wishes to edit the movie then the user inputs their edit requests to the movie production system **444**. In an aspect of this embodiment the user **145** directs their edits to the theme application engine **120** of the movie production system **100** via the UI **180**. In an embodiment the movie production system implements the requested edits and updates the movie accordingly **446**. In an aspect of this embodiment the theme application engine **120** of the movie production system **100** coordinates the implementation of user-requested edits to the movie **160**.

In an embodiment the newest version of the movie, with user-requested edits implemented, is output to the user for review **448**. In an aspect of this embodiment the theme application engine **120** of the movie maker system **100** directs the output of the movie **160** to the user **145** via the UI **180**. In an embodiment the movie **160** is in a WYSIWYG format appropriate for user review.

In an embodiment the movie maker system again, at decision block **430**, makes a determination as to whether the user is requesting any edits to the movie.

If at decision block **430** there are no user-requested movie edits then in an embodiment at decision block **432** a determination is made as to whether the user has introduced new assets to the movie production system for inclusion in a generated movie. If yes, in an embodiment, and referring back to FIG. **4A**, the new user assets are made available to the movie production system **400** and processed as prior introduced user assets were.

Referring again to FIG. **4B** if at decision block **432** there are no new user assets to be included in a generated movie then in an embodiment at decision block **434** a determination is made as to whether any user assets have been removed by the user for use in generating a movie. If yes, in an embodiment and referring back to FIG. **4A**, the movie production system executes the user-chosen theme script to regenerate, or otherwise modify, the movie without the previously included user assets **418**.

Referring again to FIG. **4B** if at decision block **434** no user assets have been excluded for use in generating a movie then in an embodiment at decision block **436** a determination is made as to whether the user has requested the movie be published. If no, in an embodiment and referring back to FIG.

14

4A, the movie maker system continues to output the movie to the user or otherwise make the movie available to the user for review **420**.

If at decision block **436** the user has commanded the movie be published then in an embodiment the movie production system encodes the movie into one or more appropriate output formats **438**. In an embodiment the movie production system stores the encoded movie **438**. In an alternative embodiment, if at decision block **426** the user has commanded the movie be published then in an embodiment the movie production system stores the finished movie **438**. In an alternative embodiment the movie production system thereafter encodes the finished movie into one or more versions of the finished movie pursuant to requirements for the encoded movie's destination **438**.

In an embodiment the movie production system can publish, or push, a finished, encoded version of the movie on to one or more indicated computing devices or media **440**. In an embodiment the movie production system can publish a finished, encoded version of the movie to one or more publication points **440**.

In an embodiment the movie production system thereafter ends processing for the current movie **442**.

FIGS. **5A-5E** illustrate an embodiment logic flow for an embodiment movie production system **100** to execute, or otherwise run or act upon, a user-chosen theme script **150** to create a movie **160**; i.e., an embodiment logic flow for the movie production system execution of a theme script to generate a movie **418** of FIG. **4A**. While the following discussion is made with respect to systems portrayed herein the operations described may be implemented in other systems. The operations described herein are not limited to the order shown. Additionally, in other alternative embodiments more or fewer operations may be performed. In any embodiment not all steps need be performed for each script file **150** and/or the steps may be performed in a different order for different script files **150**. Further, the operations depicted may be performed by an embodiment movie production system **100** or by an embodiment movie production system **100** in combination with one or more other systems.

Referring to FIG. **5A**, in an embodiment user assets are chosen, or otherwise identified, to be included in the story, or movie, **500**.

In an embodiment, pursuant to one or more theme script rules of the user chosen script file the user assets, or a subset thereof, are grouped into one or more chapters for a resultant movie **502**. In an aspect of this embodiment the theme application engine **120** organizes the user assets **135**, or a subset thereof, into one or more movie chapters **240**. In an aspect of this embodiment, pursuant to one or more script file rules **175**, the theme application engine **120** accesses the asset database(s) **170** to include modified user assets in the generated movie **160** and accesses the user assets for those user assets to be included in the generated movie **160** that have not, as yet, been modified. In an aspect of this embodiment the theme application engine **120** chooses the user assets, or modified user assets, for each chapter **240** based on the available user assets **135**, and modified user assets, mined metadata and feature information and/or keywords identified in the user-chosen script file **150**, e.g., SinglePersonShot, GroupShot, CloseUp, etc.

In an embodiment, pursuant to one or more theme script rules of the user-chosen script file, the user assets are arranged and/or ordered within the movie **504**. In an aspect of this embodiment, pursuant to one or more script file rules **175**, the theme application engine **120** arranges and/or orders the user assets **135**, and/or modified user assets stored in an asset

15

database 170, within the various movie chapters 240; e.g., orders the user assets 135 from the first to be displayed to the last to be displayed for a first chapter 240 of the movie 160, etc.

In an embodiment, pursuant to one or more theme script rules, one or more user assets are modified 506. In an aspect of this embodiment, pursuant to one or more theme script rules 175, the theme application engine 120 signals, or otherwise directs, the adaptation engine 140 to transpose, or modify, one or more user assets 135 to be included in the movie 160. For example, in an aspect of this embodiment and pursuant to one or more theme script rules 175, the theme application engine 120 directs the adaptation engine 140 to transpose selected images 105 to black-and-white.

As another example, in an aspect of this embodiment and pursuant to one or more theme script rules 175 as well as the length of a user video 115, how many other user assets 135 are to be included in the generated movie 160, how much the user video changes over x time and/or etc, the theme application engine 120 can direct the adaptation engine 140 to trim a user asset video 115. In an embodiment a video clip 115 may be trimmed to highlight what is deemed the interesting sections of the video clip 115. In an embodiment the selection of the segments of the video clip 115 to retain, and those segments to trim, is based on keywords in one or more rules 175 of the script file 150 and can be facilitated by stored feature information. Thus, in an embodiment the segments of a video clip 115 that are retained for a movie 160 can vary from script theme 150 to script theme 150 based on the keywords designated in any particular script file 150.

In an embodiment, pursuant to one or more theme script rules of the user-chosen script file, one or more elements to be included in the movie are dynamically generated 508. In an aspect of this embodiment, pursuant to one or more rules 175 of the user-chosen script file 150, the theme application engine 120 dynamically generates elements 155 to be included in the movie 160 using user assets 135 or modified user assets. For example, in an embodiment and pursuant to one or more theme script rules 175, the theme application engine 120 dynamically generates one or more frames for the movie 160 that resemble a scrapbook with images 105 applied thereto and decorated with clip art. In an embodiment the selection of the user assets 135 and/or portions of the user assets 135 included in a dynamically generated element 155 are based on keywords in one or more script rules 175 and/or stored metadata and/or feature information.

In an embodiment dynamically generated elements are stored 508. In an aspect of this embodiment the theme application engine 120 stores the elements 155 it dynamically generates in one or more movie asset databases 195. In other aspects of this embodiment the theme application engine 120 stores the elements 155 it dynamically generates and references the stored elements 155 using one or more of a variety of storage constructs, including but not limited to, movie asset databases 195, tables, lists, linked lists, etc,

In an embodiment, pursuant to one or more rules of the user-chosen script file the dynamically generated elements are arranged, or ordered, within the movie 508.

In an embodiment at decision block 510 a determination is made as to whether user transitions have been applied to one or more user assets to be included in the movie; i.e., has the user already applied one or more transitions to one or more user assets. If yes, in an embodiment the movie production system notifies the user that the user applied transitions will be replaced with theme script identified transitions 512.

Whether or not the user has previously applied any transitions to any user assets, or group of user assets, included in the

16

movie in an embodiment, pursuant to one or more rules of the user-chosen script file, one or more transitions are applied to one or more user assets, or groups of user assets, and/or one or more dynamically generated elements included in the movie 514. In an aspect of this embodiment pursuant to one or more rules 175 of the user-chosen script file 150 the theme application engine 120 applies rule-specified transitions to one or more user assets 135, groups of user assets 135, and/or dynamically generated elements 155 included in the movie 160. In an alternative aspect of this embodiment the theme application engine 120 signals, or otherwise commands, the adaptation engine 140 to apply rule-specified transitions to one or more user assets 135, groups of user assets 135, and/or dynamically generated elements 155 included in the movie 160.

In an aspect of this embodiment some transition applications 514 require information about the user asset(s) a transition is to be applied to, e.g., the portion of an image 105 that the transition is to begin the fade out on. In this aspect of this embodiment the movie production system 100 uses stored metadata, feature and/or analysis information to finalize the application of a rule-specified transition to one or more user assets 135 and/or one or more dynamically generated elements 155.

In an embodiment at decision block 516 a determination is made as to whether user effects have been applied to one or more user assets to be included in the movie; i.e., has the user already applied one or more effects to one or more user assets. If yes, in an embodiment the movie production system notifies the user that the user applied effects will be replaced with theme script identified effects 518.

Whether or not the user has previously applied any effects to any user assets, or group of user assets, included in the movie in an embodiment, pursuant to one or more rules of the user-chosen script file, one or more effects are applied to one or more user assets, groups of user assets, and/or one or more dynamically generated elements included in the movie 520. In an aspect of this embodiment, pursuant to one or more rules 175 of the user-chosen script file 150, the theme application engine 120 applies rule-specified effects to one or more user assets 135, groups of user assets 135, and/or dynamically generated elements 155 included in the movie 160. In an alternative aspect of this embodiment the theme application engine 120 signals, or otherwise commands, the adaptation engine 140 to apply rule-specified effects to one or more user assets 135, groups of user assets 135, and/or dynamically generated elements 155 included in the movie 160.

In an aspect of this embodiment some effect applications 520 require information about the user asset an effect is to be applied to, e.g., the area of interest in an image 105 where the effect is to zoom in on. In this aspect of this embodiment the movie production system 100 uses stored metadata, feature and/or analysis information to finalize the application of a rule-specified effect to one or more user assets 135 and/or one or more dynamically generated elements 155.

In an embodiment, pursuant to one or more theme script rules of the user-chosen script file an intro section for the movie is generated 522. In an aspect of this embodiment the theme application engine 120 applies one or more script rules 175 to generate an intro section 210 for the movie 160. In an embodiment an intro section 210 is generated by the theme application engine 120 giving special treatment, e.g., transition and/or effects application, title and/or caption inclusion, etc., to the first, or selected first group of movie frames which may include one or more user assets 135 and/or one or more dynamically generated elements 155.

17

In an embodiment the theme application engine 120, pursuant to one or more script rules 175, adds title information, credit information, captions and/or other text information into one or more frames of the movie's intro section 210. In an embodiment the movie production system uses metadata from one or more metadata databases to complete the title(s), credit(s), caption(s) and/or other text within the intro section of the movie 524.

Referring to FIG. 5B, in an embodiment at decision block 530 a determination is made as to whether there is adequate metadata to complete the intro section of the movie. If no, in an embodiment the movie production system uses generic title(s), generic credit(s) and/or generic caption(s) and/or other generic text in place of user asset specific information within the intro section of the movie for those titles, credits, captions and other intro section text for which there is insufficient metadata 532. In an embodiment the movie production system sets an indication, e.g., a flag, a counter, etc., as a notification that user input for generic text within the intro section of the movie is to be requested 534.

Whether or not there is sufficient metadata to complete the text portions of the intro section of the movie in an embodiment, pursuant to one or more theme script rules of the user-chosen script file, an intro section for one or more chapters of the movie is generated 536. In an aspect of this embodiment the theme application engine 120 applies one or more script rules 175 to generate an intro section 210 for one or more movie chapters 240. In an embodiment an intro section 210 is generated by the theme application engine 120 giving special treatment, transition and/or effects application, title and/or caption inclusion, etc., to the first, or selected first group, of movie frames of each chapter 240 which may include one or more user assets 135 and/or one or more dynamically generated elements 155.

In an embodiment the theme application engine 120, pursuant to one or more script rules 175, adds title information, credit information and/or other text information into one or more frames of the intro section 210 for one or more movie chapters 240. In an embodiment the movie production system uses metadata from one or more metadata databases to complete the title(s), credit(s) and any caption and/or other text within the intro section of the chapters of the movie 538.

In an embodiment at decision block 540 a determination is made as to whether there is adequate metadata to complete the intro section for the chapters of the movie. If no, in an embodiment the movie production system uses generic title(s), generic credit(s) and/or generic caption(s) and/or other generic text in place of user asset specific information within the intro section of the movie chapters for those titles, credits, captions and other intro section text for which there is insufficient metadata 542. In an embodiment the movie production system sets an indication, e.g., a flag, a counter, etc., as a notification that user input for generic text within the one or more intro sections of one or more movie chapters is to be requested 544.

In an embodiment, pursuant to one or more theme script rules of the user-chosen script file, an outro section for the movie is generated 546. In an aspect of this embodiment the theme application engine 120 applies one or more script rules 175 to generate an outro section 230 for the movie 160. In an embodiment an outro section 230 is generated by the theme application engine 120 giving special treatment, e.g., transition and/or effects application, title and/or caption inclusion, etc., to the last, or last group of, movie frames which may include one or more user assets 135 and/or one or more dynamically generated elements 155.

18

In an embodiment the theme application engine 120, pursuant to one or more script rules 175, adds title information, credit information, captions and/or other text information into one or more frames of the movie's outro section 230. In an embodiment the movie production system uses metadata from one or more metadata databases to complete the title(s), credit(s), caption(s) and/or other text within the outro section of the movie 548.

Referring to FIG. 5C, in an embodiment at decision block 550 a determination is made as to whether there is adequate metadata to complete the outro section of the movie. no, in an embodiment the movie production system uses generic title(s), generic credit(s) and/or generic caption(s) and/or other generic text in place of user asset specific information within the outro section of the movie for those titles, credits, captions and other outro section text for which there is insufficient metadata 552. In an embodiment the movie production system sets an indication, e.g., a flag, a counter, etc., as a notification that user input for generic text within the outro section of the movie is to be requested 554.

Whether or not there is sufficient metadata to complete the text portions of the outro section of the movie, in an embodiment, pursuant to one or more theme script rules of the user-chosen script file, an outro section for one or more chapters of the movie is generated 556. In an aspect of this embodiment the theme application engine 120 applies one or more script rules 175 to generate an outro section 230 for one or more movie chapters 240. In an embodiment an outro section 230 is generated by the theme application engine 120 giving special treatment, e.g., transition and/or effects application, title and/or caption inclusion, etc., to the last, or last group of, movie frames of a chapter 240 which may include one or more user assets 135 and/or one or more dynamically generated elements 155.

In an embodiment the theme application engine 120, pursuant to one or more script rules 175, adds title information, credit information and/or other text information into one or more frames of the outro section 230 for one or more chapters 240 of the movie 160. In an embodiment the movie production system uses metadata from one or more metadata databases to complete the title(s), credit(s), caption(s) and/or other text within the outro section of the chapters of the movie 558.

In an embodiment at decision block 560 a determination is made as to whether there is adequate metadata to complete the outro sections for the chapters of the movie. If no, in an embodiment the movie production system uses generic title(s), generic credit(s) and/or generic caption(s) and/or other generic text in place of user asset specific information within the outro section of the movie chapters for those titles, credits, captions and other outro section text for which there is insufficient metadata 562. in an embodiment the movie production system sets an indication, e.g., a flag, a counter, etc., as a notification that user input for generic text within the one or more outro sections of one or more movie chapters is to be requested 564.

In an embodiment, pursuant to one or more theme script rules of the user-chosen script file, one or more captions are added to the body section of the movie 566. In an aspect of this embodiment the theme application engine 120 applies one or more script rules 175 to generate one or more captions 230 for one or more movie frames in the body section 220 of the movie 160. In an embodiment the movie production system uses metadata from one or more metadata databases to complete the captions 566.

Referring to FIG. 5D, in an embodiment at decision block 570 a determination is made as to whether there is adequate

metadata to complete the captions for the body of the movie. If no, in an embodiment the movie production system uses generic captions in place of user asset specific information for those captions for which there is insufficient metadata **572**. In an embodiment the movie production system sets an indication, e.g., a flag, a counter, etc., as a notification that user input for generic captions within the body section of the movie is to be requested **574**.

Whether or not there is sufficient metadata to personalize the captions in the movie's body, in an embodiment at decision block **576** a determination is made as to whether there is user included music for the movie. If no, in an embodiment theme script identified music is incorporated within the movie as dictated by one or more theme script rules **578**.

If there is user included music for the movie, in an embodiment at decision block **580** a determination is made as to whether the user wants to change the music to the theme script identified music. In an aspect of this embodiment the user **145** is asked, via the UI **180**, whether the movie production system should use the user included music or theme script identified music for the generated movie **160**.

If the user indicates the theme script identified music should be incorporated within the movie then in an embodiment the theme script identified music is added to the movie as dictated by one or more theme script rules **578**.

If the user indicates the user included music should be incorporated within the movie then in an embodiment at decision block **582** a determination is made as to whether there is sufficient user included music for the entire generated movie. If yes, in an embodiment the movie production system applies the user included music to the generated movie **584**. If, however, there is insufficient user included music for the entire generated movie then in an embodiment the movie production system loops the user included music as dictated by one or more theme script rules for the user included music to be applied to the generated movie **586**. In an alternate embodiment if there is insufficient user included music for the entire generated movie then the movie production system applies user included music for the portions of the movie where user included music is available and applies theme script identified music for other portions of the generated movie **586**.

Referring to FIG. **5E**, in an embodiment at decision block **590** a determination is made as to whether user input is required to complete the movie; e.g., are there one or more generic captions or titles, etc., that require user input because the necessary metadata was unavailable. If yes, in an embodiment the movie production system prompts the user to input information in order to complete the movie **592**. In an aspect of this embodiment the theme application engine **120**, via the UI **180**, prompts the user **145** to input information to fill in blank captions and/or replace generic information in captions, titles and/or credits with personal information to complete the movie **160**.

In an embodiment the movie production system includes the user-provided information in the movie as directed by one or more theme script rules **594**. In an aspect of this embodiment the theme application engine **120** of the movie production system **100** includes the user-provided information in the movie **160** as directed by one or more theme script rules **175**.

In an embodiment a movie has been automatically generated and processing of the user-chosen script file is ended **596**.

In an embodiment if one or more additional user assets **135** are included by the user **145** for use in generating a movie **160** or one or more user assets **135** are removed by the user **145** for use in generating a movie **160** then various steps of FIGS. **5A** to **5E** are performed as appropriate on the new set of user

assets for generation of a movie **160**. For example, if a new video **115** is added by the user **145** to the set of user assets **135** to be used for a movie **160** the movie production system **100** automatically organizes the video **115** within the movie **160** and applies one or more transitions and/or one or more effects to the video frames as dictated by the theme script rules **175**.

While in embodiments discussed herein tasks have been assigned to various identified components of an embodiment movie production system **100**, in other embodiments the described tasks can be performed by other and/or additional system components.

Computing Device System Configuration

FIG. **6** is a block diagram that illustrates an exemplary computing device system **600** upon which an embodiment can be implemented. The computing device system **600** includes a bus **605** or other mechanism for communicating information, and a processing unit **610** coupled with the bus **605** for processing information. The computing device system **600** also includes system memory **615**, which may be volatile or dynamic, such as random access memory (RAM) non-volatile or static, such as read-only memory (ROM) or flash memory, or some combination of the two. The system memory **615** is coupled to the bus **605** for storing information and instructions to be executed by the processing unit **610**, and may also be used for storing temporary variables or other intermediate information. during the execution of instructions by the processing unit **610**. The system memory **615** often contains an operating system and one or more programs, and may also include program data.

In an embodiment, a storage device **620**, such as a magnetic or optical disk, is also coupled to the bus **605** for storing information, including program code consisting of instructions and/or data.

The computing device system **600** generally includes one or more display devices **635**, such as, but not limited to, a display screen, e.g., a cathode ray tube (CRT) or liquid crystal display (LCD), a printer, and one or more speakers, for providing information to a computing device user. The computing device system **600** also generally includes one or more input devices **630**, such as, but not limited to, a keyboard, mouse, trackball, pen, voice input device(s), and touch input devices, which a computing device user can use to communicate information and command selections to the processing unit **610**. All of these devices are known in the art and need not be discussed at length here.

The processing unit **610** executes one or more sequences of one or more program instructions contained in the system memory **615**. These instructions may be read into the system memory **615** from another computing device-readable medium, including, but not limited to, the storage device **620**. In alternative embodiments, hard-wired circuitry may be used in place of or in combination with software program instructions. The computing device system environment is not limited to any specific combination of hardware circuitry and/or software.

The term "computing device-readable medium" as used herein refers to any medium that can participate in providing program instructions to the processing unit **610** for execution. Such a medium may take many forms, including but not limited to, storage media and transmission media. Examples of storage media include, but are not limited to, RAM, ROM, EEPROM, flash memory, CD-ROM, digital versatile disks (DVD), magnetic cassettes, magnetic tape, magnetic disk storage, or any other magnetic medium, floppy disks, flexible disks, punch cards, paper tape, or any other physical medium with patterns of holes, memory chip, or cartridge. The system memory **615** and storage device **620** of the computing device

21

system 600 are further examples of storage media. Further, the terms “storage media” and “computer storage device” as used herein are limited to referring strictly to an apparatus(es) or article(s) of manufacture that is not a signal per se. Examples of transmission media include, but are not limited to, wired media such as coaxial cable(s), copper wire and optical fiber, and wireless media such as optic signals, acoustic signals, RF signals and infrared signals.

The computing device system 600 also includes one or more communication connections 650 coupled to the bus 605. The communication connection(s) 650 provide a two-way data communication coupling from the computing device system 600 to other computing devices on a local area network (LAN) 665 and/or wide area network (WAN), including the World Wide Web, or Internet 670. Examples of the communication connection(s) 650 include, but are not limited to, an integrated services digital network (ISDN) card, modem, LAN card, and any device capable of sending and receiving electrical, electromagnetic, optical, acoustic, RE or infrared signals.

Communications received by the computing device system 600 can include program instructions and program data. The program instructions received by the computing device system 600 may be executed by the processing unit 610 as they are received, and/or stored in the storage device 620 or other non-volatile storage for later execution.

Conclusion

While various embodiments are described herein, these embodiments have been presented by way of example only and are not intended to limit the scope of the claimed subject matter. Many variations are possible which remain within the scope of the following claims. Such variations are clear after inspection of the specification, drawings and claims herein. Accordingly, the breadth and scope of the claimed subject matter is not to be restricted except as defined with the following claims and their equivalents.

What is claimed is:

1. A method performed on at least one computing device that includes at least one processor and memory, the method comprising:

receiving, by the at least one computing device, a selection of a theme script; and

generating, by the at least one computing device a story, where the generated story comprises at least a portion of user assets organized according to the theme script, and where the generating comprises:

applying a plurality of rules from the theme script to the user assets,

selecting at least the portion of the user assets according to the theme script and meta data of the user assets, automatically generating an introduction section according to the theme script at a beginning of the generated story, where the introduction section comprises a title generated according to the meta data of the user assets in response to the meta data being sufficient for generating the title, and where the introduction section comprises a generic title in response to the meta data being insufficient for generating the title, and

automatically generating a conclusion section according to the theme script at an end of the generated story.

2. The method of claim 1 where the portion of the user assets is selected from at least images, video segments, and audio segments.

22

3. The method of claim 1 where the plurality of rules are configured for specifying processing of the portion of the user assets including filtering, arranging, and transforming of the portion of the user assets.

4. The method of claim 1 where the plurality of rules define the story to be generated by the method.

5. The method of claim 1 where the theme script is configured for comprising a transition rule as part of the plurality of rules, the transition rule configured for defining transitions to be imposed on the portion of the user assets.

6. The method of claim 1 where the theme script is configured for comprising an effects rule as part of the plurality of rules, the transition rule configured for defining visual effects and sound effects to be imposed on the portion of the user assets.

7. The method of claim 1 further comprising automatically generating a body section according to the theme script between the beginning of the generated story and the end of the generated story.

8. A system comprising:

at least one computing device that includes at least one processor and memory; and

at least one software module that includes instructions that, based on execution by the at least one processor, configure the at least one computing device to:

receive a selection of a theme script;

generate a story, where the generated story comprises at least a portion of user assets organized according to the theme script, and where the at least one computing device is configured to generate the story based on being further configured by the instructions to:

apply a plurality of rules from the theme script to the user assets;

select at least the portion of the user assets according to the theme script and meta data of the user assets;

automatically generate an introduction section according to the theme script at a beginning of the generated story, where the introduction section comprises a title generated according to the meta data of the user assets in response to the meta data being sufficient for generating the title, and where the introduction section comprises a generic title in response to the meta data being insufficient for generating the title, and

automatically generate a conclusion section according to the theme script at an end of the generated story.

9. The system of claim 8 where the portion of the user assets is selected from at least images, video segments, and audio segments.

10. The system of claim 8 where the plurality of rules are configured to specify processing of the portion of the user assets, the processing including filtering, arranging, and transforming of the portion of the user assets.

11. The system of claim 8 where the plurality of rules defines the story to be generated by the method.

12. The system of claim 8 where the theme script is configured to comprise a transition rule as part of the plurality of rules, the transition rule configured to define transitions to be imposed on the portion of the user assets.

13. The system of claim 8 where the theme script is configured to comprise an effects rule as part of the plurality of rules, the transition rule configured to define visual effects and sound effects to be imposed on the portion of the user assets.

14. The system of claim 8, the instructions further configure the at least one computing device to automatically gener-

23

ate a body section according to the theme script between the beginning of the generated story and the end of the generated story.

15. At least one computer storage device storing computer-executable instructions that, based on execution by at least one computing device that includes at least one processor and memory, configure the at least one computing device to perform actions comprising:

receiving, by the at least one computing device, a selection of a theme script;

generating, by the at least one computing device a story, where the generated story comprises at least a portion of user assets organized according to the theme script, and where the generating comprises:

applying a plurality of rules from the theme script to the user assets,

selecting at least the portion of the user assets according to the theme script and meta data of the user assets,

automatically generating an introduction section according to the theme script at a beginning of the generated story, where the introduction section comprises a title generated according to the meta data of the user assets in response to the meta data being sufficient for generating the title, and where the introduction section comprises a generic title in response to the meta data being insufficient for generating the title, and

24

automatically generating a conclusion section according to the theme script at an end of the generated story.

16. The at least one computer storage device of claim 15 where the portion of the user assets is selected from at least images, video segments, and audio segments.

17. The at least one computer storage device of claim 15 where the plurality of rules define the story to be generated by the method, and where the plurality of rules are configured for specifying processing of the portion of the user assets including filtering, arranging, and transforming of the portion of the user assets.

18. The at least one computer storage device of claim 15 where the theme script is configured for comprising a transition rule as part of the plurality of rules, the transition rule configured for defining transitions to be imposed on the portion of the user assets.

19. The at least one computer storage device of claim 15 where the theme script is configured for comprising an effects rule as part of the plurality of rules, the transition rule configured for defining visual effects and sound effects to be imposed on the portion of the user assets.

20. The at least one computer storage device of claim 15, the actions further comprising automatically generating a body section according to the theme script between the beginning of the generated story and the end of the generated story.

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